

2KSPORTS NHL 2K7



Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

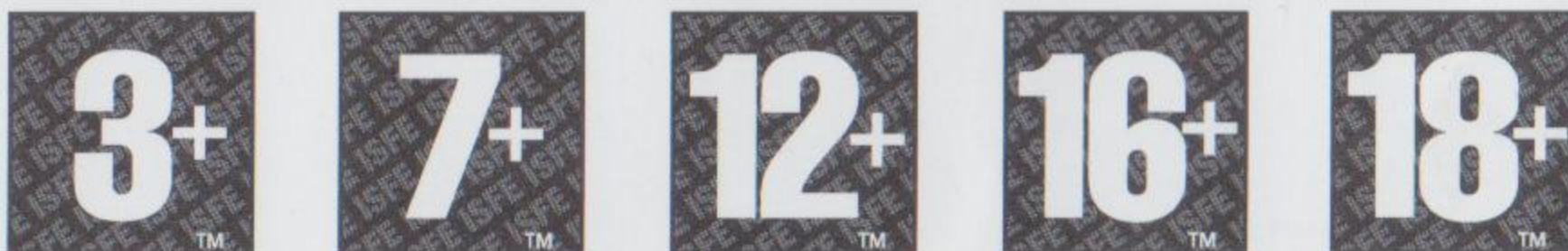
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See back page of this manual for Customer Service Numbers.

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The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

SLES-54211

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 2400KB minimum • Multitap (for PlayStation®2) adaptable: 1 – 4 Players (6-8 Players = second multitap required) • Analog Control Compatible: all buttons • Vibration Function Compatible • Network Adaptor (Ethernet) (for PlayStation®2) Compatible: 2 – 10 Players

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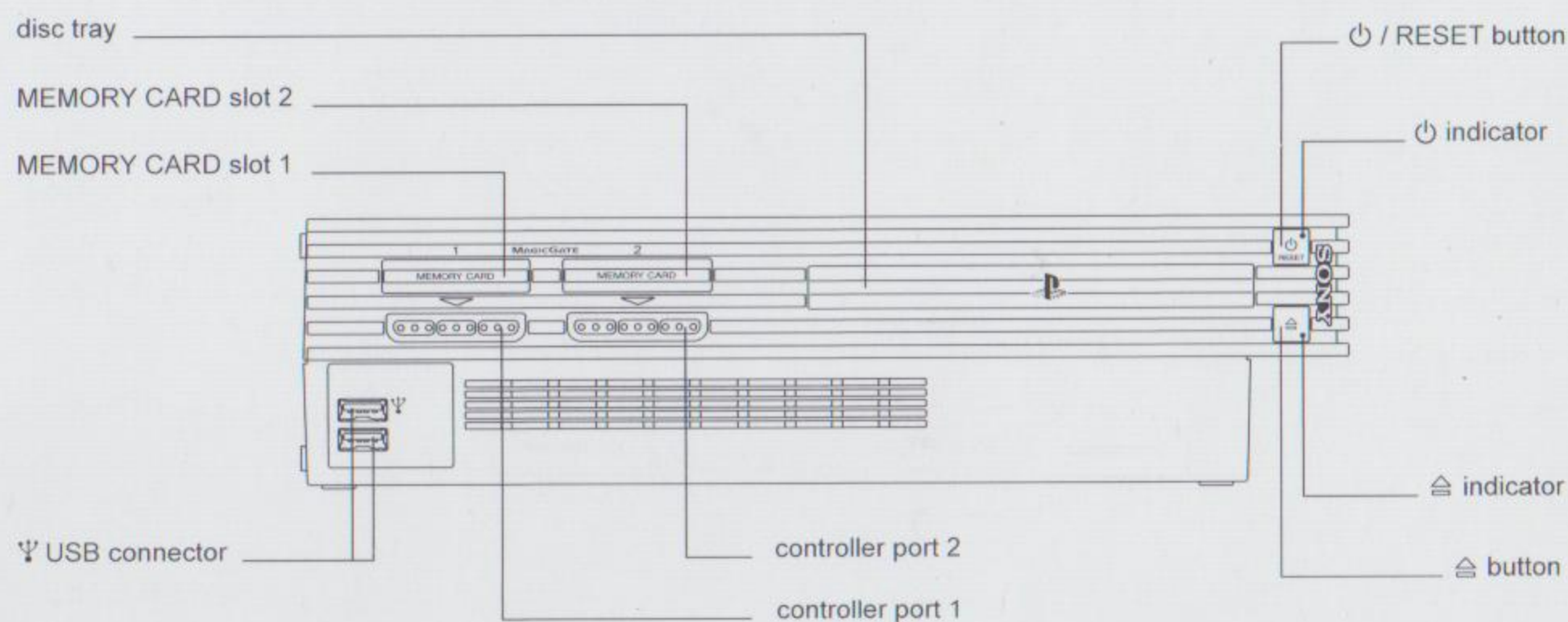
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the /RESET button. When the indicator is green, press the button and the disc tray will open. Place NHL 2K7 game disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Before commencing play, it is recommended that you select your preferred language from the console's System Configuration Menu.

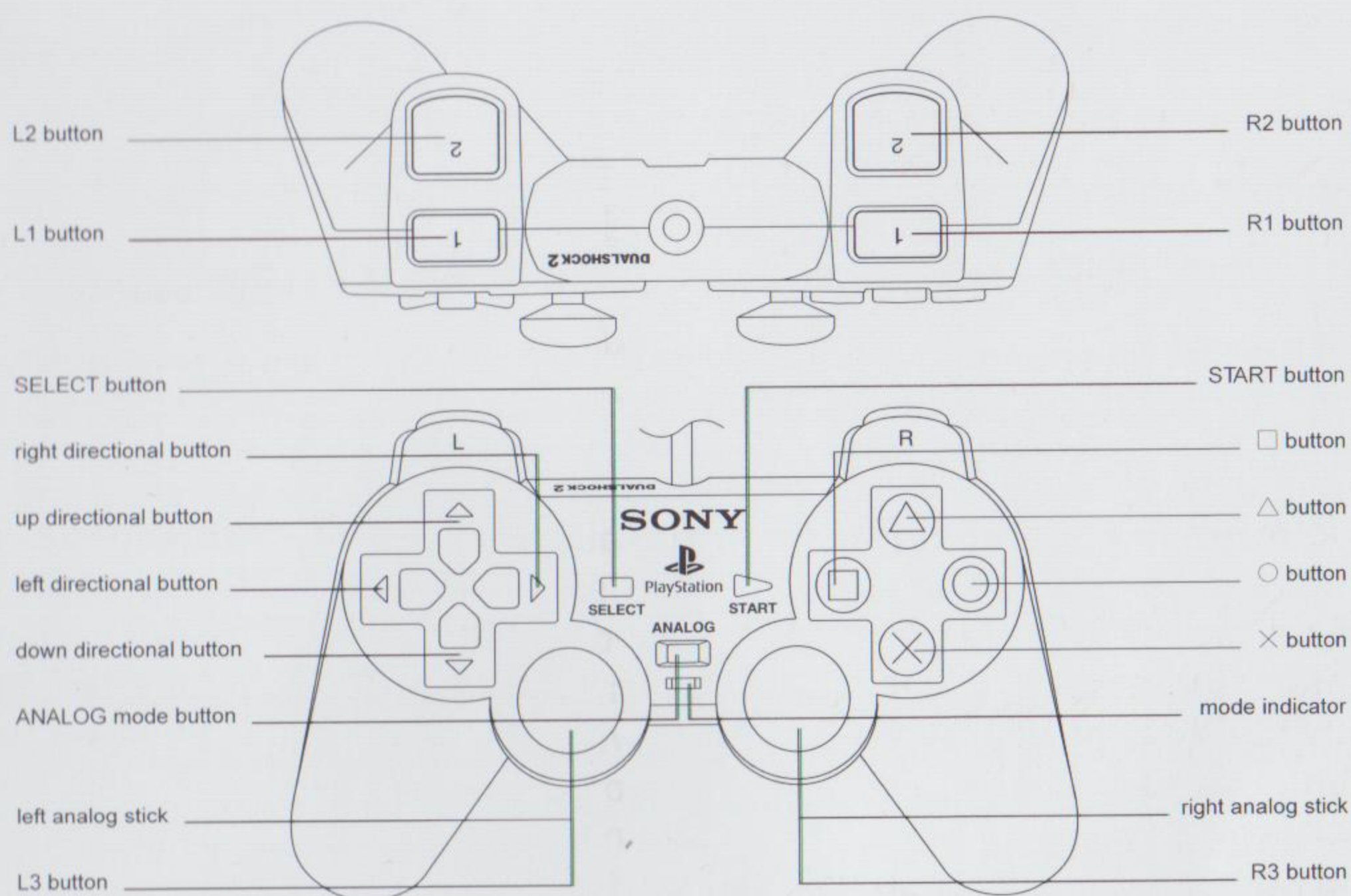
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB)(for PlayStation®2) - (SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game. To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. Make sure there is enough free space on your Memory Card before commencing play.

It is advised that you do not insert or remove accessories once the power is on.

STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



NOTE: NHL 2K7 does not support the digital controller or the analog controller (DUALSHOCK®).

A multitap (for PlayStation®2) is required for some multiplayer games. Insert the multitap (for PlayStation®2) in controller port 1. If you are using two multitaps (for PlayStation®2), insert the first one in controller port 1 and the second one in controller port 2. Insert controllers sequentially to controller port 1-A, controller port 1-B etc.

When the multitap (for PlayStation®2) is present, insert a Memory Card into MEMORY CARD slot 1-A. Profile and options data is autoloading on boot up.

QUICK GAME

Quick Game lets you jump right into a game between the teams of your choice. After you have chosen the 2 teams you select your uniforms, play settings, and arena before starting the game.

TEAM SELECT

- Move the **left analog stick** left or right to select the away or home team.
- Move the **right analog stick** up or down to select a User Profile (optional).
- Press **L1** or **R1** to change the team. When you have the team you want Press **X** to move to uniform selection. (Pressing **start** bypasses uniform selection)
- After choosing a team, Press **L1** or **R1** to select the uniform you want your team to wear and press **X**. (Pressing **start** jumps to game settings)
- At any point, if you want to back up to the previous step, press **Δ**.
- Select the Game Options once both teams have been selected and uniforms are chosen. These are set by default to whatever you have selected in the main Options menu. A brief overview is displayed for your review, if you wish to change anything Press **O**. When the options are to your liking Press **X** or **START** to move to Arena Selection
- Press **L1** or **R1** to switch the arena. When you have selected the desired arena Press **X** or **START** to load the game.

OTHER OPTIONS DURING QUICK GAME SETUP

- Press **O** to randomly change the teams.
- Press **R2** to access Select Play Style overlay (see full description on the next page).
- Press **L2** to access the Line Match-Up screen (see full description on the next page).
- Press and hold the **□** to view the Help Menu.
- To create a User Profile, Move the **right analog stick** up or down to highlight New Profile and press **X** or **START**. Enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile on the Load screen, highlight Load Profile and press **X** or **START**.

PLAY STYLE AND STRATEGY (ACCESS BY PRESSING R2 ON THE TEAM SELECT SCREEN)

You can edit your team's strategies using this screen, also, if you prefer a certain team's play style and would like to adapt it to any other NHL team, use the Play Style overlay to do so. On the Play Styles screen, move the **left analog stick** up and down to highlight the desired team's play style. A custom play style can be created by selecting Customize from the Play Style list. This will take you to the Play Styles screen and Strategy screen. Highlight Play Styles or Strategies and press **X** to continue.

TO USE THE PLAY STYLE / STRATEGIES SCREENS

- Highlight 'Customize' on the 'Select Play Style' tab and then press **L1** or **R1** to switch between Basic and Advanced. (Advanced allows you to set your play style line by line).
- In Advanced, press **L2** or **R2** to change the line you wish to edit.
- Press **△** to bring up use/save/return/cancel settings menu

PLAY STYLE OPTIONS

Play Style: If set to auto, the CPU will automatically select the best values for your team or if switched to Manual you will have full control of the settings.

Roughness: Determines how aggressively your players play. Set it high, and players will check more on defence, and crash the net more on offense. However, they may incur more penalties or over-commit and get burned on defence. Set it low, and players will play more conservatively.

Attack Style: This sets the basic attitude the AI will have when playing offense. Balanced will focus on both offense and defence equally, Conservative will protect your own zone first but sacrifice some scoring chances, and Attack will focus on offense but leave your own zone vulnerable.

Dump/Chase: Determines whether or not the AI will "dump" the puck (hit it towards the opponent's goal and recover it) or skate and pass the puck down the ice.

Team Strategy Points Remaining: Each Strategy category has a certain number of points that can be assigned to the various options, this bar lets you know how many points you have left for that category. You can get more points by decreasing any of the values.



OFFENSE: OFFENSE IN THE OFFENSIVE ZONE

- **Triangular:** This intermediate system concentrates on maintaining possession of the puck. The Forwards form a triangular formation and cycle the puck between them. The objective is to create a 3-on-2 or 2-on-1 situation.
- **Positional:** This basic, conservative system has two Forwards attack the net while one Forward and the Defence men think defensively in case the puck changes possession.
- **Overload Slot:** This basic system has the Forwards crowd the area of the net. The Defencemen shoot the puck and the Forwards try to get in position to score off of tip-ins, deflections, and rebounds.

DEFENCE: DEFENCE IN THE DEFENSIVE ZONE

- **1-2-2:** In this play, the Center aggressively checks in the zone, while the 2 Defencemen and 2 Wings play back in a more defensive stance.
- **Box + 1:** This play is designed to completely try and shut down the slot. However, this leaves the opposing team freedom to move around the rest of the zone.
- **Zone:** This conservative system assigns each player an area of the ice.

BACK-CHECK: DEFENCE IN THE NEUTRAL ZONE

- **1-2-2:** This conservative system calls for the Center to fore check aggressively to drive the play to the Wings on the outside. The Defencemen hang back at the blue line.
- **1-1-3:** This defence combines conservatism with aggressiveness. The attack comes from the Center and the puck-side Wing. The off-side Wing hangs back and shuts down the outside lane. This gives the puck-side Defence man the freedom to be more aggressive.
- **2-1-2:** This aggressive system commits both Wings to apply pressure to the puck. The Defencemen and the Center have to cover more area to make up for them.

FORE-CHECK: DEFENCE IN THE OFFENSIVE ZONE

- **1-4:** This conservative defence has the Wings and the Defencemen form a wall across the blue line while the Center pressures the puck. This defence essentially gives up the offensive zone.
- **1-1-3:** This defence combines conservatism with aggressiveness. The attack comes from the Center and the puck-side Wing. The off-side Wing plays back in position to back check and defend against 3-on-2 breakouts. The Defencemen play normal positions.
- **2-1-2:** This extremely aggressive defence calls for constant pressure on the puck by two of the Forwards.

BREAKOUT: OFFENSE IN THE DEFENSIVE ZONE

- **Board:** This is a conservative system that is best suited to teams with big strong Wings who dominate the battle for the puck on the boards.
- **Positional:** This is a conservative system with a balanced approach that uses all of the players and emphasizes high-percentage passes.
- **Free Flowing:** This flexible system relies on good skating and skilled passing. Since it relies on flooding certain areas with skaters, it is more vulnerable should a turnover occur.

MOVE-OUT: OFFENSE IN THE NEUTRAL ZONE

- **Positional:** This basic, conservative system stresses filling the lanes and making high-percentage passes. It is especially useful for teams with size and/or poor skating ability.
- **Crisscross:** This intermediate system is similar to the Positional system, but allows two Forwards to move laterally to flood specific areas, while the other Wing acts as a safety valve with defensive responsibility in case the puck is turned over.
- **Regroup:** This advanced system allows the Forwards free movement to attack openings. Advanced skating, passing, and stick-handling are crucial for this system to be successful.



POWER-PLAY:

- **Funnel:** This conservative system has the Defencemen shoot the puck and the forwards in position to tip-in deflections and rebounds. This system is beneficial for teams with big players who have a knack for scoring from close range.
- **Wings Offside:** The Wings are the primary scorers in this system, which seeks to set up the play on the strong side and pass to the weak-side Wing.
- **1-2-2:** This system is comprised of two sets of Forwards and one Defence man. The Defence man is generally open for a shot on the net, though a pass to any of the Forwards for a closer shot is generally preferable.

PENALTY KILL:

- **Box:** This conservative system denies possession of the puck in front of the net or the slot area. This system requires physical players.
- **Diamond:** This intermediate system denies the offense the area in front of the net while putting pressure on the puck.
- **Triangular:** This aggressive system keeps three defenders in front of the net and a fourth player rotates out to challenge the player in possession of the puck.

LINE MATCH-UP (ACCESS BY PRESSING L2 ON THE TEAM SELECT SCREEN)

This screen allows you to specifically match up your offensive and defensive lines against your opponent's lines

PLAYING AS THE HOME TEAM:

- Press **L2** or **R2** to assign a line to match-up with your opponent's line.
- Press **L1** to switch from a list of your offensive lines to a list of your defensive lines.
- Press **R1** if necessary to switch back.
- Press **L1** or **R1** twice to cycle through the opponent's lines. (Note: You can assign an offensive line and a defensive line to match up with each of your opponent's lines. Pressing **L1** once toggles from your offensive lines to your defensive lines. Pressing **L1** a second time toggles to your offensive lines versus your opponent's second line. Pressing **L1** a third time toggles to your defensive lines versus your opponent's second line; and so on.)

- If you opt to have “No Line Assigned” for any of your opponent’s lines, then there will be no preferred line match-up when that particular line comes on the ice.
- When you’ve finished modifying your line match-ups, press **START** to confirm them and return to the Team Select screen.
- Press **△** to cancel your changes and return to the Team Select screen.

PLAYING AS THE AWAY TEAM:

- Press **L1** or **R1** to assign a line to match-up with your opponent’s line.
- Press **R2** to switch from a list of your offensive lines to a list of your defensive lines. Press **L2** if necessary to switch back.
- Press **L2** or the **R2** twice to cycle through the opponent’s lines. (Note: For each of your opponent’s lines, you can assign an offensive line and a defensive line to match up with it. Pulling the **R2** once toggles from your offensive lines to your defensive lines.

Pulling the **R2** a second time toggles to your offensive lines versus your opponent’s second line. Pulling the **R2** a third time toggles to your defensive lines versus your opponent’s second line; and so on.)

- If you opt to have “No Line Assigned” for any of your opponent’s lines, then there will be no preferred line match-up when that particular line comes on the ice.
- When you’ve finished modifying your line match-ups, press **START** to confirm them and return to the Team Select screen.
- Press **△** to cancel your changes and return to the Team Select screen.

COACH’S TIP – PRESSURE CONTROL (IN-GAME)

Is one of the opposing players giving you a hard time? Then turn up the pressure on them! Start off by selecting a player to pressure by holding down **L2** and moving the **Right analog stick** in their direction. If they are not selected you can keep moving the **Right analog stick** to cycle through all the players. Once they are selected use **L2** to pressure them. A quick press of **L2** will send one of your players after them.

Press **L2** a few times quickly and two of your players will attack them. When your players are near the target keep pressing **L2** to shove them around. Shoving not good enough? Press and hold **L2** for a second and the closest player will lay a big check on them.

CONTROL SUMMARY

Select the level of Control you want in the **CONTROL SETTINGS** menu (found under the options menu).

Classic: The easiest to use but it offers limited player/team control.

Intermediate: More than the basics but not too complicated (Default).

Advanced: More complex than the others but you get total player/team control.

CLASSIC CONTROLS

FACE OFF

left analog stick

× button

○ button

□ button

L1 button + × button

START button

Aim pass

Draw puck / Pass

Control skater facing-off

Switch user-controlled skater

Icon Player Switch

Pause game

OFFENSE WITH PUCK

left analog stick

L1 button
+ right analog stick

directional button

L1 button

R1 button

× button

○ button

□ button

△ button

+ L1 button

START button

Move skater

Total Control Dukes (see below). Click for Pro Control (see Pro Control).

On-The-Fly coaching

Hold to Sidestep

Speed burst

Pass / Press and hold for a flip pass

Puck Protection

Snap shot / Press and hold for a slap shot

Dump (Hold for longer dump)

Slap Dump

Pause game

OFFENSE WITHOUT PUCK

left analog stick	Move skater
+ L1 button (press and hold)	Skate backwards
right analog stick	Intense Contact
directional button	On-The-Fly coaching
L1 button	Grab puck from the air
R1 button	Speed burst
+ directional button	Play style changes
× button	Change skaters / Hold L1, then press R2 to select goalie
○ button	Check
□ button	One-Timer
△ button	Poke check
R2 button	Block

BOARD PINNED (CLASSIC, INTERMEDIATE, AND ADVANCED)

left analog stick	Move skater
× button	Change skaters
○ button	Elbow
□ button	Kick puck

PENALTY SHOT

left analog stick	Move Skater
L1 button	Sidestep
R1 button	Speed burst
○ button	Puck protection
□ button	Snap shot / Press and hold for a slap shot
△ button	Hold to deke / Release to shoot

DEFENCE

left analog stick

+ L1 button
(press and hold)

right analog stick

L1 button

+ directional button

R1 button

+ directional button

× button

○ button

△ button

L1 button + R3

R2 button

L2 button

START button

Move skater

Skate Backwards

Intense Contact

Grab puck from the air

Line changes

Speed burst

On The Fly Coaching

Change skaters / Hold to select goalie

Check / Push

Poke check / Hook

Lay stick to ice

Block

Pressure Control

Pause game

GOALIE WITHOUT PUCK (CLASSIC AND INTERMEDIATE)

left analog stick

directional button

L1 button

R1 button

× button

□ button

△ button

Move goalie

On-The-Fly coaching

Best stance

Position goalie

Change skaters

Poke check

Save

GOALIE WITH PUCK (CLASSIC, INTERMEDIATE, AND ADVANCED)

left analog stick

× button

○ button

□ button

△ button

Move goalie

Pass

Leave puck

Clear

Cover

GOALIE HOLDING PUCK (CLASSIC, INTERMEDIATE, AND ADVANCED)

left analog stick	Move goalie
X button	Drop puck / Pass
O button	Drop puck
□ button	Drop / Clear
△ button	Cover

BOARD PIN (CLASSIC, INTERMEDIATE, AND ADVANCED)

left analog stick	Move skater
X button	Change skaters
O button	Elbow
□ button	Throw Puck

FIGHTING (CLASSIC, INTERMEDIATE, AND ADVANCED)

X button	Duck / Avoid
O button	Block
□ button	Punch
△ button	Uppercut
R1 button	Grab with right arm
R2 button	Fake punch
L1 button	Grab with left arm
L2 button	Taunt
right analog stick	Side to Side) Duck / (Up to Down) Hook

COACH'S TIP – TOTAL CONTROL DEKES (OFFENSE: PUCK HANDLER)

Perform 7 special moves with the **right analog stick**. Press **L1** while moving the **right analog stick** in a given direction and release **L1** to perform the desired action.

- UP-RIGHT = Short deke right
- UP = Short deke left
- UP-RIGHT to RIGHT = Long deke right
- UP-LEFT to LEFT = Long deke left
- RIGHT to DOWN-RIGHT = Side-step right
- LEFT to DOWN-LEFT = Side-step left
- UP to DOWN = Full stop (depending on direction skating)

Note: The Long Dekes are for players with high puck-handling rating.

Note: Press and hold **L1** and move **UP** on the right analog stick for flip deke.

Note: A combination of 'Up-Right', would be moving at a 45 degree angle in-between 'Up' and 'Right'.

COACH'S TIP – MANUAL LINE CHANGES

To change lines, you must change Home (or Away) Line Changes to Manual in the Options menu (select Setup → Features). To change roughness, you must change Home (or Away) Play Styles to Manual. Both options can be found under the Team Strategy/Play styles Option in the Pause Menu.

COACH'S TIP – ON THE FLY COACHING

In NHL 2K7, you have more control than ever with On The Fly Coaching. Instantly change your team's strategy in real-time to adjust for special situations. Use the **directional buttons** during play in the offensive or defensive zones.

ON OFFENSE

directional buttons UP:

Crash Net

directional buttons DOWN:

Pinch Defencemen

directional buttons LEFT:

Screen the goalie

directional buttons RIGHT:

Call for help

ON DEFENCE:

directional buttons UP:

Collapse

directional buttons DOWN:

Release Forward for Breakaway

directional buttons LEFT:

Clear front of net

directional buttons RIGHT:

Call for help

COACH'S TIP - PRO CONTROL

Pro Control makes it easy to control the puck with exact precision. While on offense use Pro Control to pass the puck to an exact player and have added control to your puck handling.

TO USE PRO CONTROL:

- Press R3 to bring up the Pro Control overlay and pass icons. The overlay will appear at the lower left of the screen while the pass icons will appear under each player on your team.
- To pass to a specific player, press the button matching the button icon under that player.

TO UTILIZE ADDITIONAL PUCK CONTROLS

- Right Analog Stick Down: Protect Puck
- Right Analog Stick Left: Dump Left
- Right Analog Stick Right: Dump Right.



COACH'S TIP – THE WRAP AROUND

The entire rink is fair game in NHL hockey, including the area behind the net. You can attempt to skate behind the net and execute a lightning-quick sweep of the puck into the goal, all the while using the net itself to protect the puck. To execute a wrap-around shot, while behind the net, move your player to either side of the net and press ☐ to shoot the puck. You will automatically attempt a wrap around.

COACH'S TIP – ONE-TIMER

A one-timer is when an offensive player catches and shoots the puck in one quick motion. The speed of the one-timer can deny the goalie enough time to react, making it easier to score a goal. To perform a one-timer when passing to a computer-controlled player, press ☐ to pass and immediately press ☐, before the other player receives the puck. During multi-player games, to perform a one-timer when another player passes you the puck, press ☐ before the puck reaches you.

INTERMEDIATE CONTROLS

OFFENSE

FACE-OFF (SEE CLASSIC CONTROLS)

OFFENSE WITH PUCK

left analog stick	Move skater
L1 button + right analog stick	Total Control Dukes (see description in Classic Controls)
directional button	On-The-Fly coaching
L1 button	Skate backward
+ directional button	Line changes
R1 button	Speed burst
L1 + R1 + directional button	Play style changes
☐ button	Pass

○ button
 □ button
 △ button
 + L1 button
 START button

Protect puck
 Snap shot / Press and hold for a slap shot
 Dump
 Slap Dump
 Pause game

OFFENSE WITHOUT PUCK

left analog stick
 + L1 button
 (press and hold)
 directional button
 L1 button
 + directional button
 R1 button
 L1 + R1
 + directional button
 × button
 double tap × button
 ○ button
 + L1 button
 □ button
 △ button
 + L1 button
 R2 button
 + L1 button
 L2 button

Move skater
 Skate backward
 On-The-Fly coaching
 Skate backward
 Line changes
 Speed burst
 Play style changes
 Change skaters
 Change to last man back
 Check
 Hook
 One-timer / Deflection (Pass, then Press Rapidly)
 Poke check
 Poke dive
 Shot block / Knee drop
 Select goalie (w/ Goalie Control on MANUAL)
 Grab puck from the air

BOARD PINNED (SEE CLASSIC CONTROLS)

PENALTY SHOT

left analog stick
 R1 button

Move skater
 Speed burst



○ button
 □ button
 △ button
 + L1 button

Protect puck
 Snap shot / Press and hold for a slap shot
 Dump
 Slap Dump

DEFENCE

left analog stick

Move skater

+ L1 button
 (press and hold)

Skate backward

directional button

On-The-Fly coaching

L1 button

Skate backward

+ directional button

Line changes

R1 button

Speed burst

L1 + R1
 + directional button

Play style changes

× button

Change skaters

double tap × button

Change to last man back

○ button

Check / Push

+ L1 button

Hook

□ button

Shoot loose puck

+ L1 button

Poke dive

△ button

Poke check

L1 button + R3

Lay stick to ice

R2 button

Shot block / Knee drop

+ L1 button

Select goalie (w/ Goalie Control on MANUAL)

L2 button

Grab puck from the air

GOALIE WITHOUT PUCK (SEE CLASSIC CONTROLS)

GOALIE WITH PUCK (SEE CLASSIC CONTROLS)

GOALIE HOLDING PUCK (SEE CLASSIC CONTROLS)

BOARD PIN (SEE CLASSIC CONTROLS)

FIGHTING (SEE CLASSIC CONTROLS)

ADVANCED CONTROLS

OFFENSE

FACE OFF (SEE CLASSIC CONTROLS)

OFFENSE WITH PUCK

Left analog stick

Move skater

L1 button
+ right analog stick

Total Control Dukes (see Classic Controls)

directional button

On-The-Fly coaching

L1 button

Skate backward

+ directional button

Line changes

R1 button

Speed burst

L1 + R1
+ directional button

Play style changes

X button

Pass

+ L1 button

Flip pass

O button

Protect puck

+ L1 button

Hold O to deke / Release to shoot

□ button

Wrist / Snap shot

+ L1 button

Slap Shot

△ button

Dump

+ L1 button

Slap Dump

START button

Pause game

OFFENSE WITHOUT PUCK

left analog stick

Move skater

+ L1 button
(press and hold)

Skate backward

right analog stick

Intense Contact

directional button

On-The-Fly coaching

L1 button

Skate backward

+ directional button

Line changes

R1 button

Speed burst



L1 + R1**+ directional button****X button****double tap X button****O button****+ L1 button****□ button****+ L1 button****△ button****R2 button****+ L1 button****L2 button**

Play style changes

Change skaters

Change to last man back

Check

Hook

One-timer / Deflection

Poke dive

Poke check

Shot block / Knee drop

Select goalie (w/ Goalie Control on MANUAL)

Grab puck from the air

BOARD PINNED (SEE CLASSIC CONTROLS)**PENALTY SHOT****left analog stick****R1 button****O button****+ L1 button****□ button****+ L1 button****△ button****+ L1 button**

Move skater

Speed burst

Protect puck

Hold O to deke / Release to shoot

Wrist / Snap shot

Slap shot

Dump

Slap Dump

DEFENCE**left analog stick****+ L1 button**
(press and hold)**right analog stick****directional button****L1 button****+ directional button**

Move skater

Skate backward

Intense Contact

On-The-Fly coaching

Skate Backward

Line changes

R1 button	Speed burst
L1 + R1 + directional button	Play style changes
× button	Change skaters
double tap × button	Change to last man back
○ button	Check / Push
+ L1 button	Hook
□ button	Shoot loose puck
△ button	Poke check
+ L1 button	Poke dive
L1 button + R3	Lay stick to ice
R2 button	Shot block / Knee drop
+ L1 button	Select goalie (w/ Goalie Control on MANUAL)
L2 button	Grab puck from the air

GOALIE WITHOUT PUCK

left analog stick	Move goalie
R1 button	Position goalie
× button	Change skaters
+ L1 button	Stance down / Back sprawl
○ button	Slash / Press and hold for check
+ L1 button	Stance up
□ button	Poke check
+ L1 button	Dive poke
△ button	Save / Best stance
+ L1 button	Stacked pads stance

GOALIE WITH PUCK (SEE CLASSIC CONTROLS)

GOALIE HOLDING PUCK (SEE CLASSIC CONTROLS)

BOARD PIN (SEE CLASSIC CONTROLS)

FIGHTING (SEE CLASSIC CONTROLS)



After you have selected a controller level you can see pictures of the Controller Layout (for a display of full button functionality) under the **CONTROLLER LAYOUT** menu.

OTHER CONTROLS OPTIONS:

- **Goalie Control** – Select the level of involvement you want in controlling your goalie
- **Pass Aim Assist** – This will adjust how forgiving the AI is when you pass the puck. If the slider is all the way down you will need to direct passes yourself with the left analog stick. If it is all the way up you can still direct the pass but it is much more likely to go to a player if your aim is not perfect.
- **Shot Aiming** – When set to Auto the AI will shoot the puck to the best part of the net for you, if set to Manual you will have to aim the puck with the left stick as you shoot.
- **Auto Puck In Air Grab** – When ON your players will automatically try to grab any puck near them that is in the air.
- **Player Lock Type** – When set to Full Lock you will always be playing whatever position you define in the Preferred Start Position setting. Semi-Manual will always switch control to the player with the puck, and Manual will let you switch to any player whenever you wish.
- **Preferred Start Position** – This is the position you wish to start the game playing in.
- **Puck Protection** – When set to Auto the AI will automatically protect the puck for you as you skate with it.
- **Icon Switch** – this turns ON or OFF the ability to use Icon Switch in game.
- **Vibration Function** – this turns ON or OFF the controller vibration.
- **One Timer Passing** – this turns ON or OFF the ability to perform One timers.
- **L1 + directional buttons** – determine your desired button combo

PAUSE MENU

You can pause the game at any time to access the Pause Menu, or to just take a break from the action.

- To pause the game, press **START** during game-play, and the Pause Menu will appear.
- To return to the game from the Pause Menu, simply press **START** again.

REPLAY

Step in to the broadcast booth for a few moments to run the film on the last play.

- Press **L2** or **R2** to jump to the beginning or the end of the replay.
- Press **□** to hide the Help overlay.
- Press **START** to exit replay.
- Press **L1** or **R1** to rewind or fast-forward.
- Press **○** or **r** to zoom in or out.
- Move the **Left analog stick** to pan the camera.
- Move the **Right analog stick** or the directional buttons to move the camera focal point
- Press **X** to play & re-pause the replay.

STATS

- **Team Stats** - This screen compares the game stats of the two teams facing one another.
- **Player Stats** - Press **L1** or **R1** to switch teams. Press **R2** or **L2** to switch between skaters and the goalie. Press **L3** to sort the players by the highlighted statistic. Press **L3** a second time to reverse the listing.
- **Shot Chart** - The Shot Chart shows the made and missed shots for each team for each period. Press **L1** or **R1** to cycle through the periods.
- **Scoring Summary** - Press **L1** or **R1** to switch periods.
- **Penalty Summary** - Press **L1** or **R1** to switch periods.
- **Game Log** - Here you can track the game's progress (Face-offs won, Shots on Goal, Stoppages of Play, and much more) by period.

OPTIONS

- **Setup** - (see Setup section)
- **Choose Sides** - This screen allows you to switch teams or add another user to the game. Altering Controller Settings will end Challenge Mode for that game.
- **Controller Settings** - (see Control Summary section)
- **Controller Layout** - (see Control Summary section)
- **Presentation** - (see Setup section)

CHALLENGE MODE

This screen shows what user challenges you've accomplished. Press **L1** or the **R1** to cycle through the following lists: Level One, Level Two, and Level Three. Completed challenges appear with a red check box.

TEAM STRATEGY

- **Strategies** - This screen is the same as the Strategy screen. (See Quick Game section)
- **Edit Lines** - Use this screen to control which of your players play on which lines. Press **R2** or **L2** to cycle through the different lines. While viewing any line, highlight a player in your roster list and press **X** to select them. Then, highlight the spot in the line you want him to play and press **X**.
- **Match-ups** - This screen is the same as the Line Match-up screen. (See Quick Game section)
- **Call Timeout** - Call timeout if you want to give your players a quick rest. You can only call a timeout during a break in play (for example, before the face-off gets up).
- **Pull Goalie / Replace Goalie** - If you have the puck late in the game, and you're losing, it may make sense for you to pull your goalie and replace him with a skater to increase your chances of scoring. Just keep in mind that, if the other team gets the puck, your goal will be vulnerable. You can pull the goalie on the fly by pressing **L1** and **R1** and pressing **START**.

NEW FEATURES

This screen lists all the new features available to you in NHL 2K7.

EXIT MENU

Don't like how the game is going? You can restart the game here, or simply quit out. Keep in mind that if you quit out before the end of the game any unlocked Challenges and accumulated statistics will be lost.

OPTIONS

Change the game's options, customize your stadium music, and test your audio setup!

SETUP:

SETUP RULES

Press **L1** or **R1** to cycle through Rules, Penalties, Features, Game-play – Human and Game-play – CPU

Press **L2** or **R2** to cycle through Custom, Default, Sim, Arcade and Physical.

Press left or right on the **directional buttons** or **left analog stick** to toggle the highlighted options.

- **Skill Level:** Amateur (Default), Rookie, Pro, All-Star, or Hall of Famer – Customize the game's difficulty.
- **Period Length:** 5 minute(s) (Default) – Adjust the real time period length from 1 to 20 minutes.
- **Penalties:** On (Default) or Off – Turns this option OFF and no penalties will be called.
- **Off-sides:** Off, Regular, or Tag-Up (Default) – Tag-Up uses the new NHL off-sides rules, while Regular uses the older classic NHL rules.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength or the offending team is on a power play, and a player on the opposing team touches the puck first. The teams then face-off at the face-off circle closest to where the play occurred.

In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the puck crosses the goal line. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.

- **Two-Line Pass:** On, Off (Default) – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Off-sides: the two teams face-off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.



- **Overtime Type:** None (no overtime is used); **Single 5 min, 4 on 4** (X single, 5-minute sudden death overtime period, with four players on each team); **Continuous 20 min, 5 on 5** (Five players on each team, with unlimited 20 minute overtime periods until one team scores.); **Single 10 min, 5 on 5, SO** (X single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shoot out.); **Single 5 min, 5 on 5** (X single, 5-minute sudden death overtime period, with five players on each team); **Continuous 5 min, 4 on 4** (Five players on each team, with unlimited 5 minute overtime periods until one team scores.); **Single 5 min, 4 on 4, SO** (X single, 5-minute sudden death overtime period, with four players on each team. If the game is tied after this overtime period, the game is decided by a Shoot out.); **Single 5 min, 4 on 4, 3-Man SO** (Default, X single, 5-minute sudden death overtime period, with four players on each team. If the game is tied after this overtime period, the game is decided by a 3-Man Shoot out.); **Single 5 min, 5 on 5, SO** (X single 5 minute overtime period, with 5 players on each team. If the game still isn't decided after the 5 minute overtime period, the game is decided by a Shoot out.); **Shoot out** (Games tied at the end of regulation are decided by a shoot out. Five players on each team take turns shooting on goal. The team with the most goals wins.)
- **Net Off Moorings:** On (Default) or Off - The net can or cannot be dislodged depending on this option's setting.
- **Game Clock:** Accelerated (Default) or Real Time - **ACCELERATED:** At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). **REAL TIME** - At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.
- **Clock Type:** Auto (Default), NHL, International - **AUTO:** NHL Arenas use NHL Clock and International Arenas use International Clock, **NHL:** Clock counts down to 0:00, **INTERNATIONAL:** Clock counts up from 0:00.
- **Last Minute Real Time:** On or Off (Default) - When ON, the last minute of every period will be played in Real time instead of Accelerated time. Example: If you set the Period Length to 3 minutes with an Accelerated Game Clock, 2 real minutes will blow down the countdown from 20:00 to 1:00, and the last minute is played in Real Time. With this option OFF, in this example the 3 minutes will countdown from 20:00 to 0:00.
- **Freeze Puck Time:** This slider adjusts how long a pinned player has to hold on to the puck before the referee stops play and whistles it frozen.

- **Goalie Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **One-Timer Difficulty:** Normal (Default) or Hard – Changes the level of difficulty for one-timers

SETUP PENALTIES

- **Goalie Outside Crease:** Off or On (default) – Turns on or off the new NHL rule regarding goalies only being able to play the puck in their crease or in the trapezoid behind the net.
- **Custom Penalty Length:** Off (default) On – Toggle custom penalty times off and on.
- **Penalty Length:** Slider – Adjust penalty length to the desired amount
- **Roughing:** Slider – Adjusts the amount roughing will be called during a game.
- **Elbowing:** Slider – Adjusts the amount elbowing will be called during a game.
- **Cross-checking:** Slider – Adjusts the amount cross-checking will be called during a game.
- **Boarding:** Slider – Adjusts the amount boarding will be called during a game.
- **Charging:** Slider – Adjusts the amount charging will be called during a game.
- **Interference:** Slider – Adjusts the amount interference will be called during a game.
- **Slashing:** Slider – Adjusts the amount slashing will be called during a game.
- **Hooking:** Slider – Adjusts the amount hooking will be called during a game.
- **Tripping:** Slider – Adjusts the amount tripping will be called during a game.
- **Spearing:** Slider – Adjusts the amount spearing will be called during a game.
- **Penalty Shots:** Slider – Adjusts the amount penalty shots will be called during a game.



SETUP FEATURES

- **Game Speed:** Use this slider to adjust the game's speed.
- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: The CPU automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the CPU to make changes to the home team's lines. OFF: Doesn't allow the user or the CPU to change the lines, but players do not fatigue. MANUAL: Leaves line swapping entirely in the hands of the user.
- **Away Line Change:** Same as the Home Line Change only it's for the away team.
- **On The Fly Coaching:** On (Default) or Off – Turn this OFF and you will not be able to use On The Fly Coaching.
- **Enforcers:** On (Default) or Off – Turn Enforcers OFF and Enforcers will play just as regular skaters.
- **Pinning:** Use this slider to adjust how often pinning occurs.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Players Who Fight:** Decide who will be able to fight in a game, All Human-Controlled will be any skater controlled by a person weather they are a fighter or not. Fighters Only is just that, only players designated as fighters will drop the gloves.
- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.

SETUP GAME-PLAY

Customize your game-play experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Defence Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed burst.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebound Distance:** Sets the frequency that shots will rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.
- **Goalie Anticipation:** Adjusts the goalie's skill at anticipating where the player/puck will be.
- **Goalie Cover Depth:** Adjusts how far out the goalie will play.
- **Goalie Saves:** Adjusts the goalie's skill at making saves.

CONTROLS:

CONTROLS CONTROL SETTINGS

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pressing L1 and R2 simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the left analog stick. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual - MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off - ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press L2 (in Intermediate and Advanced Controls) or press L1 (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defence, you can switch players by pressing X. MANUAL: Stay controlling one player until you press X to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Icon Switch:** On (Default) or Off - Turn this OFF, and you will be unable to use the player icon switch feature.

--Note: press L1 + X to perform an Icon Player Switch

- **Puck Protection:** Auto (Default) or Manual - MANUAL: When you press and hold O to protect the puck, you can move the puck around with the left analog stick. AUTO: When you press O to protect the puck, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On - When ON, the controller will vibrate when your player is involved in a check.

CONTROLS CONTROLLER LAYOUT

Learn the button commands for each situation or customize them to your liking.

- Press **R2** or **L2** to cycle through the command scenarios.
- Press **L1** or **R1** to view the controls as modified by **L1** or **R1**.
- To customize the face buttons (**X**, **△**, **□**, and **○**) controls, press **○** to initiate Button Swap Mode. If you want to back out of the Button Swap Mode, press **BACK**.
- To select a button whose function you wish to reassign, press **○**, then press that button. The button's function will appear highlighted in red. Press the other button whose functionality you wish to swap with the first button. The buttons will swap and you will automatically exit Button Swap Mode.

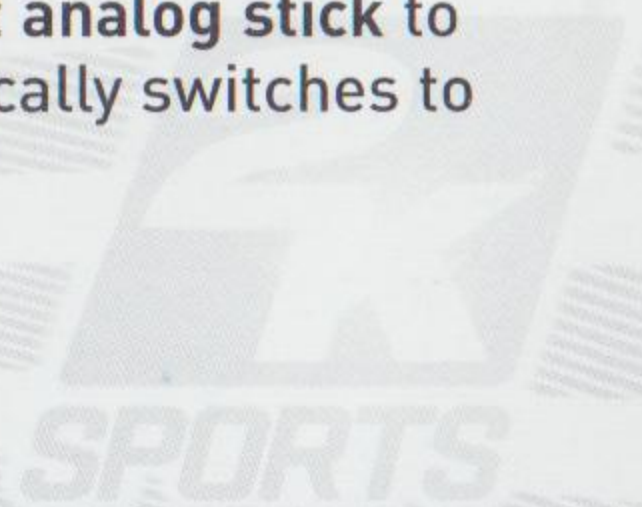
PRESENTATION:

PRESENTATION CAMERA

- **Camera: SIDE:** This is a diagonal view from the side of the rink, similar to the 3/4 camera. **3/4:** This is a diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better. **OVERHEAD:** This is a top-down view from directly above the puck. **RINK ACTION:** This camera brings you the very closest to the action. **PARAMETRIC:** (default) This is a cinematic view of the action.
- **Camera Zoom:** Adjusts the zoom of the in-game camera.
- **Camera Direction: NORMAL:** Default camera direction. During the 1st period the home team will have the top goal and the away team will have the bottom goal. After each period they swap goals but the camera perspective remains the same- in the case of the 2nd period the away team will have the top goal and the home team will have the bottom goal. **HOME ALWAYS UP:** Regardless of period, the home team goal is located at the top of the screen. **AWAY ALWAYS UP:** Regardless of period, the away team goal is located at the top of the screen. **REVERSED:** Goal locations are opposite of default settings, but the period change is still in effect.

PRESENTATION AUDIO

- **Audio Presentation:** Move the **directional buttons** or **left analog stick** to cycle through a number of presets. This option automatically switches to Custom if you modify Audio Volume Sliders individually.



- **Volume Sliders:** Adjust the volume of the Commentator, Announcer, Crowd, their Chants, Arena Music, Sound FX, and Arena Horn sound channels.
- Move LEFT or RIGHT on the **directional buttons** or **left analog stick** to increase or decrease the sliders.
- **Fan Mail:** On (Default) or Off – When this is off you will not hear fan mail questions while the game is paused.

PRESENTATION VIDEO

- **Show Enforcer Indicator:** Off or On (Default) – Turn this OFF and Enforcer Indicators under players will be removed.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None
- Select the text that appears beneath each user's player.
- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.
- **Line Change Overlay:** Adjusts the duration that the Line Change Overlay stays on screen.
- **Music Player Popup:** On (Default) or Off – When ON the music player overlay will appear when called up.
- **Score Overlay:** On (default) Off – Toggles in game score overlays on or off.
- **Pro Control Overlay:** On (Default) or Off – Turn this feature OFF and Pro Control will be disabled.

MUSIC:

MUSIC 2K BEATS

- Select which audio tracks you hear in the menus and in game.
- Check out the artist info for your favorite tracks.

ROSTERS: (SEE ROSTER SECTION)

ONLINE DESK:

This menu will give you access to different online features when you are signed in.

MANAGE PROFILES:

The Manage Profile screen enables you to create a Profile, load a Profile, remove a Profile as well as perform other profile related actions.

- Press **L1** or **R1** to switch between Profile Slots. Move the **left analog stick** to highlight the desired Profile Action. Press **X** to use that profile action.
- **Set as Active:** Set the current profile as active.
- **Edit Profile Name:** Change the name of the current profile.
- **View Stats Book:** Allows you to view the stats for the active profile.
- **View User Challenges:** View the user challenges for the active profile.
- **View All-time Records:** View any records that have been set.
- **Favorite Team:** Set the favorite team for the active profile.
- **Unload Profile:** Close the active profile.
- **Save Profile:** Save the active profile.



SAVE / LOAD:

Save / Load, (Settings, Profile, Franchise, Season, Tournament et al.)

- Press X to load the file.

Save / Load Save Settings, (Profile, Franchise, Season, Tournament et al.)

- Press X to select the save slot.
- Use the Virtual Keyboard to enter a name for the save.
- You can only save over existing files that are the same type of file you are saving.

SAVE / LOAD DELETE

- Press X to Delete the selected file.

SAVING: PROFILES VS. GAME MODES VS. SETTINGS VS. ROSTERS

It's important to note that NHL 2K7 has multiple SAVE TYPES. Saving one type of file will not save another type. So, for example, saving your User Profile while in Franchise mode WILL NOT also save your Franchise mode. The saves can generally be divided up as follows:

Game Modes – Saves for Franchise, Season, or Tournament. In order to save your progress within one of these game modes, you MUST make a save for the specific game mode.

Profiles – Save for User Profiles. Saving this will save everything that is tied to your profile – overall statistics, personal bests, unlockables, etc.

Settings – A Settings save will save all of your modified options, such as NHL rules, Presentation style, etc.

Rosters – Saving a Rosters file will save any rosters that you have modified from the front end. In other words, you can't save a roster from within your Franchise, but any changes done from the Main Menu can be saved and quickly loaded in the future.

To actually perform a save, select Options from any menu out of game-play and then Save/Load. You will see all applicable save types. For example, Options → Save/Load within Franchise will then show you menu selections for both "Save Franchise" and "Save Profile."

NETWORK PLAY

"A Network Adaptor (Ethernet) (for PlayStation®2) is required to play online. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual.

A memory card (8MB) (for PlayStation®2) with a valid Your Network Configuration file is required to play online."

"RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed.

RSA is a registered trademark of RSA Security Inc.

BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved."

"DNAS logotype is a trademark of Sony Computer Entertainment Inc."

ONLINE

NHL 2K7 SUPPORTS ONLINE GAMING.

Setting Up Your Console for Network Online Play

NHL 2K7 is compatible with Your Network Configuration files from other online games. To play online with NHL 2K7 you'll need to have a Your Network Configuration file saved on your memory card (8MB) (for PlayStation®2). You can use the Network Access Disc that came with your Network Adaptor (Ethernet) (for PlayStation®2) or the Your Network Configuration GUI in this game to create a network configuration.

You'll need to know the setup information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin.

To setup our Network/Internet connection, select ["NetConfGUI option"] from the ["specific"] menu. This will open the Network Settings main menu.

QUICK MATCH:

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, you will automatically challenge another user to a game. If they accept the challenge, the Team Select screen will appear.

Use the following options to select an opponent

- Opponent Rank: Top 900 to top 100.
- 2K Feedback: Select the feedback rating for your opponent.
- Press **START** to find a match.



LOBBIES

Lobbies are where you can challenge other users or chat. Once in the Lobbies menu, select a specific game type to enter a lobby.

- Press Δ to chat open the chat window.
- To perform a lobby related action, highlight a player name and press $\times$. The actions you can perform are Send Challenge and Mute user.
- Move the **right analog stick DOWN**, to see challenges from other users.

LOBBY ACTIONS:

- **Send Challenge:** Use this screen to create a game with the options you desire.
- **Game Style:** Default, Sim, Arcade, Physical - Pick the set of game options to use.
- **Game Type:** Exhibition, Battle Mode, and Mini-Rink - Pick the game type you wish to play.
- **Ranked:** Yes or No (Default) - Set whether the game you will play is ranked or not.
- **Max players per team:** 1-4.
- **Difficulty:** Amateur (Default), Rookie, Pro, All-Star, or Hall of Famer - Set the difficulty for your Exhibition game.
- **Period Length:** 1 through 20 (5 is Default) - Set the period length (in minutes) for your Exhibition game.
- **Offside:** Regular (default) Off and Touchup
- **Two Line Passing:** On (Default) or Off
- **Icing:** NHL (Default) International, Auto or Off
- **Game Speed:** Use this slider to adjust the game's speed.
- **Penalties:** On (Default) or Off
- **AI Sliders:** On or Off (Default) - Adjust the CPU's playing skill.
- **Sequence Type:** (Battle Mode only) Winner Pick (default) Random. Decides if the winner gets to select the party game type or if the game type is random.
- **Game Count:** (Battle Mode only) The amount of Battle Mode games per session.

LEAGUES

You can set up Tournaments and Seasons that friends can participate in without leaving home.

Create Season or Tournament: (You are the Admin)

First you must set your Tournament's options.

- **Tournament Name:** Type in the name of your league.
- **Password:** Make a password for your league. Be sure to send your friends the password so they can join. If you want to make the league open to all players, do not set a password.
- **Private:** Yes or No (Default) - To make your tournament a private league.
- **Number of Players:** 8 (Default) - Choose from 4 to 30 players in the league. You can only have an even number of players in this type of league.
- **Interval Between Rounds:** 1-7 Days (Default) - Choose how many days in-between rounds you want your regular season games to be played.
- **Series Length:** 3 (Default) - Choose the length (number of games) of your season.
- **Trading:** (On is Default) - ON allows players to trade during the season.

JOIN SEASON OR JOIN TOURNAMENT

This screen allows you to browse through active Seasons or Tournaments. Press **X** on the Season or Tournament to display the users who are currently in that league, and press **START** if you want to join.

MY LEAGUES

Enter into your Tournament or Season you've created or joined. Press **START** on the Tournament or Season you participate in. You cannot enter your league until it is full and a schedule has been generated by the league admin.

If you are the league admin you have the following options before the league actually starts:

- **Manage Players** - Highlight an undesired player and press **X** to opt to ban or drop them. It is highly recommended that you Manage Players before Generating a Schedule.



- **Generate Schedule** - You have to generate your schedule before your league can begin. Press **X** to highlight a team, then move the left analog stick to highlight another team with whom you want to swap placement. Repeat this until the schedules are what you envisioned them to be. When you've finished changing match-ups, press **START** to generate your League's Schedule.

After your league is full and the admin has generated the schedule you have the following options:

- **Lobby** - Enter the lobby to accept or challenge your next opponent as determined in the schedule. The lobby also displays the other players in your league and their next game. Pressing **X** on your next game will bring up an overlay filled with these options: Ready to Play, Send Message (via 2K Sports Messaging), or Filing a Complaint.
- **View Schedule or Tournament Tree** - Here you and the players in your league can see the schedule.
- **Notifications** - View all the news around the online league here.
- **Trades** - In the Trades screen you can trade the players on your team by selecting **CREATE** and pressing **X**. You can also see the Received, Sent, and Pending trades by moving your **left analog stick**. The player whom you've offered a trade has to accept the trade and the Admin has to clear it before it can be completed.
- **Stats - Standings** - Displays the current standings for your league.

Team Stats - Displays the stats of the teams in your league.

Player Stats - Displays the stats of individual players of teams in your league.

Player Leaders - Displays the stats of top players in your league.

- **Edit Line** - See (Edit lines) in the In Game Pause Menu.
- **Roster** - Scratch players or send players to minors using this screen just like you would offline.
- **View Options** - View the leagues Settings and Options here.
- **Administrator Options** (available to the admin only) - Here the admin can manage players and schedule. The admin can drop players from the league in Manage Players. In the Manage Schedule option you can simulate (select Determine Winner) a League game instantly. This allows the current week to be finished and the next week to begin in the case of tardiness.

ONLINE DESK:

- **Leaderboards** - The Leaderboards screen downloads the current leaders from the server complete with their records and player statistics.
- **News** - Here you can check the latest news for up to date info on 2K SPORTS NHL 2K7.
- **Downloads** - The Downloadable Content screen will download the latest NHL rosters to keep your game up to date with the pros. Highlight an update and press **X** to download it.
- **Online FAQ** - This is where Frequently Asked Questions about online play will be posted, oh and we'll give the answers too.
- **My Player Card** - This screen gives you all the information for Stats and Feedback.

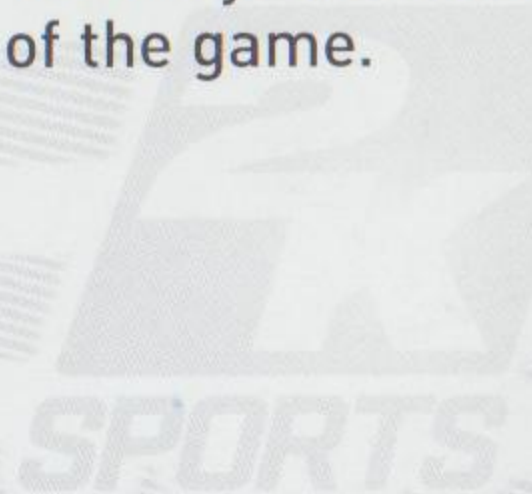
MAIN MENU: RETURNS YOU TO THE MAIN MENU.**Note:**

If you frequently experience difficulty joining a NHL® 2K7 online game and are using an Internet sharing device (e.g. broadband router or firewall) you may need to enable Port Forwarding (sometimes called Virtual Server) on the device. Please refer to the manual that came with your Internet sharing device for specific setup instructions. You will need to forward UDP port 3658 to the IP address assigned to your console. This may require changing Your Network Configuration file from an "Auto" IP address (DHCP) to a "Manual" IP address.

NHL® 2K7 includes a Network Configuration GUI for setting up and modifying these files. If you continue to experience difficulty joining online games, try bypassing your Internet sharing device by connecting your console directly to your DSL, modem, or cable modem. In this case, you may need to create a new Your Network Configuration file before your console will connect to the Internet.

2K Games Videogames reserves the right to discontinue online service for this title with 30 days notice.

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.



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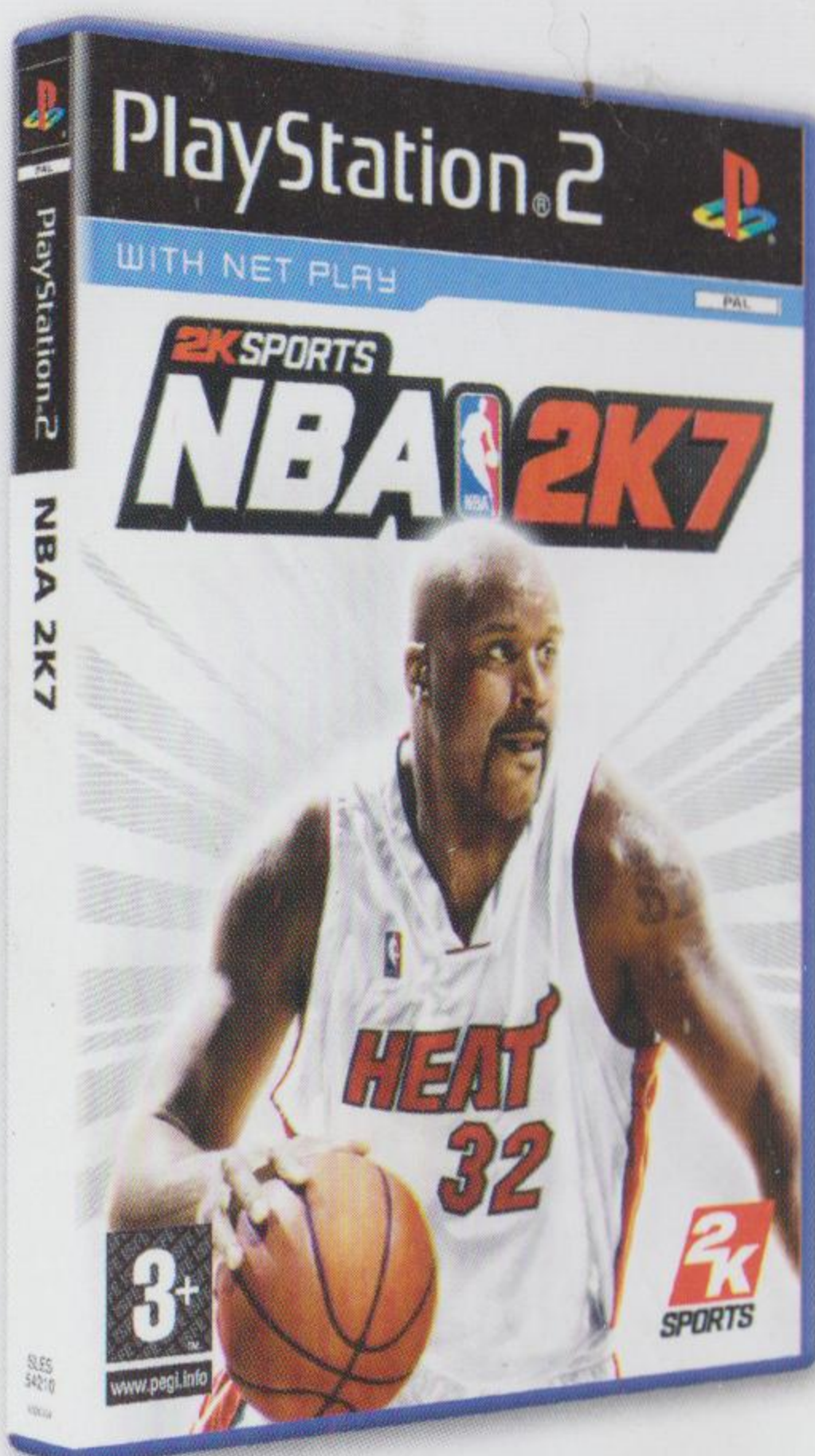
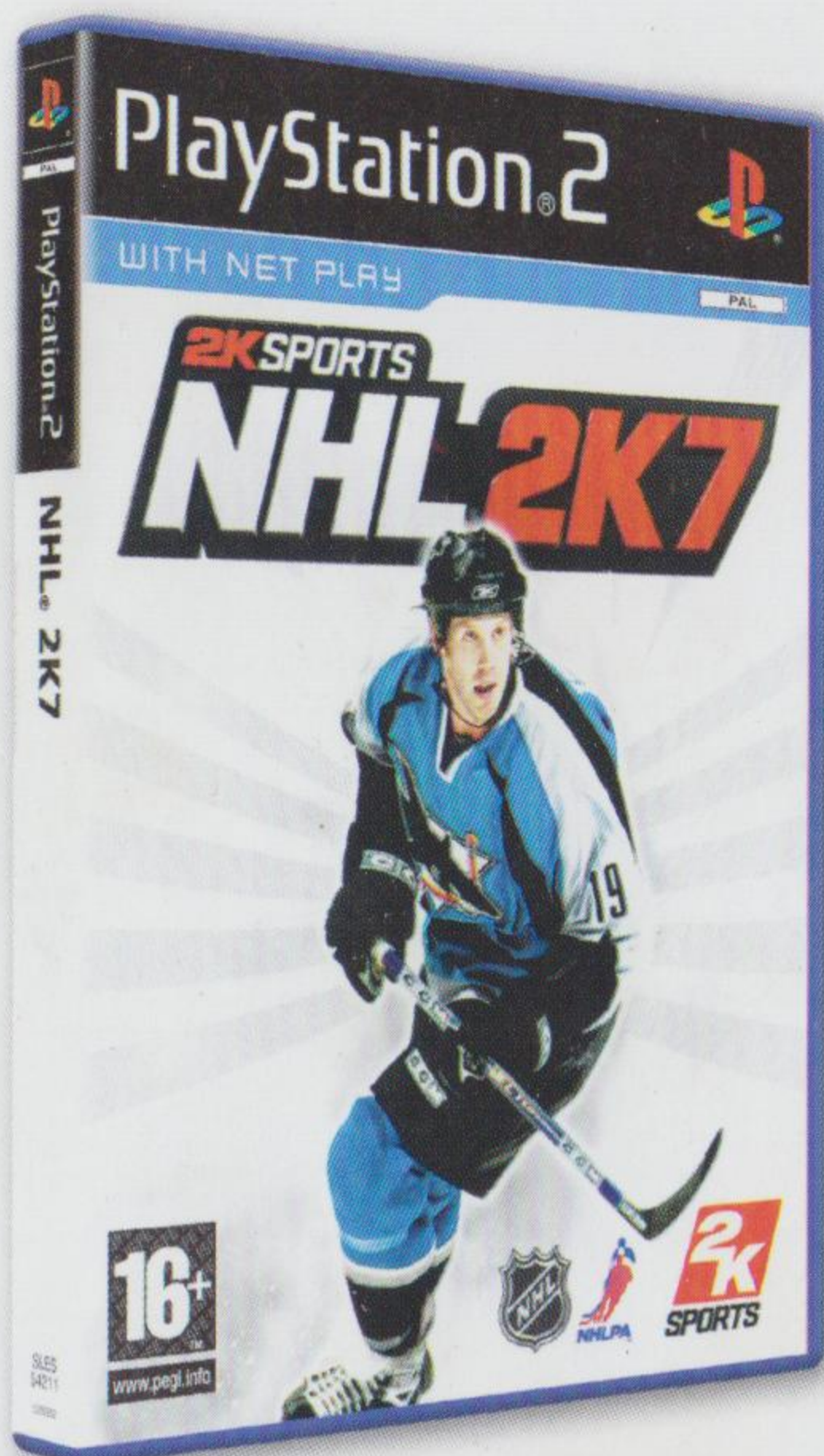
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